

FIGHTER: BRUTE REDUX V1.0

Brutes are simple fighters who rely on mighty attacks and their own durability to overcome their enemies. Some brutes combine this physical might with tactical cunning. Others just hit things until those things stop hitting back.

BRUTE FORCE

3rd-level Brute feature

- You're able to strike with exceptional force. Your weapon attacks and unarmed strikes deal 1d4 additional damage.

BIG STICK DIPLOMACY

3rd-level Brute feature

- You've learned how to strong-arm and lie to get what you want. You gain proficiency in Intimidation, Persuasion or Deception; if you're already proficient in all three of these skills, you instead gain proficiency in a different skill of your choice.
- You gain this feature again at level 10.

BRUTISH DURABILITY

7th-level Brute feature

- Your toughness allows you to shrug off assaults that would devastate others. Whenever you make a saving throw, roll a 1d6 and add the die to your saving throw total. If applying this bonus to a death saving throw increases the total to 20 or higher, you gain the benefits of rolling a 20 on the d20.
- You also gain a bonus to Charisma (intimidation) checks equal to your Strength modifier.

VAGABOND'S TENACITY

10th-level Brute feature

- The time spent adventuring has gifted you with enhanced agility and versatility, your walking speed increases by 10ft. You also gain climbing and swimming speed equal to your walking speed.
- In addition, whenever you make an attack, you may forgo rolling your Brute Force die for your damage roll to instead roll it for your attack roll potentially turning it into a success. You can do this after you roll your attack die but before your DM says whether or not it hits.

SHRUG IT OFF

15th-level Brute feature

- Your durability knows no bounds, when you roll initiative, you can gain temporary hit points equal to your fighter level. These temporary hit points replace any you currently have.
- Whenever you or an ally within 5ft of you take damage, you can use your reaction to reduce the damage taken by two rolls of your Brute Force die, if you reduce the damage done to an ally, you can also choose to become the target of the damage. Additionally, any allies within 5ft of you benefit from half cover and have advantage on saving throws to avoid being charmed or frightened.
- Your Brute Force dice increases to 1d6.

UNSHATTERED WILL

18th-level Brute feature

- The unparalleled might of your spirit allows you push on through the worst punishments imaginable. Dropping to zero hit points no longer renders you unconscious, additionally you no longer need to make death saving throws as you can only ever be killed if your current hit points drop below zero by an amount equal to half your total hit points.
- While you are below half of your total hit points, at the start of your turns, you gain temporary hit points equal to your fighter level. These temporary hit points replace any you currently have.
- Your Brute Force dice increases to 1d8